

Advanced Sequence of Play*



WEATHER PHASE

1. Roll one die to determine this turn's weather (except Game Turn 1 – Initiative player may choose weather). [4.0]
2. If the weather is "Storm," move all Naval units to the At-Sea Box (if friendly) or a friendly port of their Sea Zone. [4.1]

INITIATIVE PHASE

1. Determine if either Player has the Initiative for the game turn or whether it is a "Contested" Game Turn. Both players move their respective "VPs This Turn" marker to zero. [5.1]
2. UN Resolution Die Roll (Not on Game Turn 1). [28.0] [CWC]
3. Both players roll for a Random Event. [Optional]

ELECTRONIC DETECTION PHASE [CWC]

1. Both sides roll on the Electronic Detection Table against specific, eligible enemy HQs. Place a "Detected" marker on HQs that are detected. [21.3]

FIRST SPECIAL OPERATIONS FORCES PHASE (Initiative Turn Only)

1. The Initiative Player allocates and resolves SOF missions, rolls for SOF Marker Survival and places markers in the Used or Eliminated boxes appropriately. [20.1.2 – 20.2.4]

AIR/NAVAL PHASE

1. Air Superiority Sortie Step [CWC]
 - a. Each player makes any die rolls and draws the appropriate number of markers.
 - b. Set the Air Superiority Level based on the number of markers drawn.
 - c. Reset each side's Airbase Destroyed/Captured This Turn markers to 0.
2. Air Superiority Resolution Step
3. Both sides determine Automatic Detection Ranges for aerial reconnaissance based on the Air Superiority Level. [21.2]
4. Update AWACS Advantage. [22.6.2 #6]
5. During non-"Storm" turns, roll for control of Inshore Boxes attached to already controlled At Sea Boxes [7.2]
6. During non-"Storm" turns, roll for control of At Sea Boxes [7.2]
7. Both sides roll for Detection for all Naval units not in Port (not on GT1). [CWC]
8. During non-"Storm" turns, both sides roll for Mine Clearance [7.5.2] (not on GT1)

SECOND SPECIAL OPERATIONS FORCES PHASE

1. If a "Contested" Turn, both players alternating (non-Allied first), else, the non-Initiative player, allocate SOF Missions, resolve missions, roll for SOF Marker Survival and place markers in the Used or Eliminated boxes appropriately. [20.1.2 – 20.2.4]

FIRST STRIKE PHASE [CWC]

1. Both players may conduct Strike Combat by allocating Missile Strikes, air Strikes, attack helicopter Strikes, and/or HQ Strikes against eligible targets within range. Strikes are performed in the following order:
 - a. Alternating, non-Allied first, allocate Nuclear Weapons markers (if available). Then resolve. [only available by GSR]
 - b. Alternating, non-Allied first, allocate all Missile and Cruise Missile Strikes. Then resolve. [26.1/GSR] Then resolve. [26.1/GSR]
 - c. Non-Allied allocates air Strikes & helicopter strikes.
 - d. Allies allocate air Strikes & helicopter strikes.
 - e. Allies resolve Strikes.
 - f. Non-Allied resolve Strikes.
 - g. Roll for Collateral Damage. [27.7.4]
 - h. Both sides alternate, non-Allied first, allocating and resolving HQ Strikes. Rotate each Striking HQ 90 degrees after its strike.
 - i. Each side may conduct one Aerial Mining Mission.

FIRST SUPPLY PHASE (Not on Game Turn 1)

1. Remove Out of Supply markers from units that are no longer out of supply. [19.0]
2. Check for unsupplied units. Place an Out of Supply marker on any unit that is unsupplied. [19.0, 19.5]
3. Expend one Supply Point to place a new MSU on top of a Depot or Urban hex. Remove a depot and place two new MSUs at no cost. Flip a MSU to its Supply Depot side at a cost of two Supply Points. [19.4]
4. Both sides may expend Supply Points to attempt to resupply unsupplied units or HQs. [19.6]
5. Convert Supply Depots/MSUs to Supply Points. [19.6]
6. Spend four Supply Points to place a new Supply Depot. [19.4]

* This SOP is optimized for the Alternate Air War and Cyber Warfare rules.



INITIATIVE MOVEMENT AND COMBAT PHASE

(Initiative Turn Only)

1. Movement Segment: The Initiative Player moves any/all of his combat units up to the extent of their movement allowance. Air, Airmobile, and Sea Movement and Transport are allowed. [8.0]*
2. Combat Segment: The Initiative Player declares and resolves all Combat (one combat at a time). [9.0]
 - a. Declare Attacks (one at a time) [9.2.1]
 - b. Compute Initial Odds [9.2.2]
 - c. Determine Column Shifts [9.2.3] [CWC]
 - d. Both sides allocate Attack Helicopters, PMs, and Naval Units to Combat Support Missions (attacker first) [9.2.4]
 - e. Resolve all Detection attempts and ADF vs. Helicopters
 - f. Determine DRMs
 - g. Roll die and resolve combat [9.2.7]
 - h. Allocate losses [9.2.8]
 - i. Retreat and advance units [9.2.9]
 - j. Both sides may conduct Naval Surface Combat. [17.2]
3. Elite Reaction Movement Segment: The non-Initiative player may move all 6, 7, or 8 Efficiency units that do not bear a "Strike" or OoS marker not in an enemy ZOC up to their full movement allowance (but they may not attack). Air, Airmobile, Sea Movement and Transport are not allowed. [8.5, 20.2.1 (several limitations apply)]*
4. Exploitation Movement Segment: The Initiative player may move any units that are not in an enemy ZOC and do not bear a "Strike" or OoS marker up to their full movement allowance. Air, Airmobile, Sea Movement and Transport are allowed. [8.5, 20.2.1]
5. Exploitation Combat Segment: The Initiative player performs combat with any units (whether they moved or not) with a two column shift left on the CRT. [CWC]
6. Reaction Movement Segment: The non-Initiative player may move any units up to their movement allowance. Air, Airmobile, Sea Movement and Transport are allowed. [8.5]*
7. Reaction Combat Segment: The non-Initiative player performs Combat. All units are eligible whether they moved or not. [9.0] [CWC]

SECOND STRIKE PHASE (Initiative Turn Only) [CWC]

1. Same as First Strike Phase.

SECOND SUPPLY PHASE (Initiative Turn Only)

1. Remove Out of Supply markers from units that are no longer out of supply. [19.0]
2. Check for unsupplied units. Place an Out of Supply marker on any unit that is unsupplied. [19.0, 19.5]
3. Expend Supply Points to attempt to resupply unsupplied units or HQs. [19.6]
4. Convert Supply Depots/MSUs to Supply Points. [19.6]

BASIC MOVEMENT AND COMBAT PHASE

1. Movement Segment: The Initiative/First player moves any/all of his combat units up to their full movement allowance. Air, Airmobile, Sea Movement and Transport are allowed. [8.0]*
2. Combat Segment: The Initiative/First player declares and resolves all combat. [9.0] [CWC]
3. Reaction Movement Segment: The non-Initiative/Second player moves any/all of his combat units up to their full movement allowance. Air, Airmobile, Sea Movement and Transport are allowed. [8.5]*
4. Reaction Combat Segment: The non-Initiative/Second player declares and resolves all combat. [9.0] [CWC]

ISOLATION/SURRENDER PHASE

1. Remove "Isolated" markers from units that are no longer Isolated. [19.7.3]
2. Place "Isolated" markers on any units that cannot trace a path free of enemy units/ZOCs to any friendly HQ. [19.7.1]
3. Check for surrender for all units currently bearing an "Isolated" marker. Permanently eliminate (from surrender) any unit thus failing its Efficiency check. [19.7.4]

REORGANIZATION PHASE

1. Rotate all helicopters to reflect "no missions." [6.5.2]
2. Return all PMs to the appropriate Available Draws.
3. Move all Special Forces markers from the Used Box to the Available Box.
4. Reset Airmobile Points. [8.5.4.2]
5. Remove Tunnel markers. [NWK GSR: 2.6]
6. Conduct Clearing Operations. [8.4.1]
7. Determine hex control changes.
8. Remove Chemical Support markers.
9. Remove all "Detection", "Targeted", and "Emergency Supply" markers.
10. Rotate all HQs/Artillery that bear no Strike marker to reflect full combat capabilities. Rotate all HQs/Arty that bear a "Strike 1" marker to reflect one remaining combat capability. Rotate all HQs/Arty that bear a "Strike 2" marker to reflect no remaining combat capabilities. [18.2]
11. Remove all "Interdiction Strike 1" markers. Flip all "Interdiction Strike 2" markers to their "Interdiction Strike 1" side.
12. Remove all "Strike 1" markers. Flip all "Strike 2" markers to their "Strike 1" side. [27.9.1]
13. Both players may spend Supply Points to Repair ADF Tracks and Installations. [27.9.1/2, NWIP GSR 13.5]
14. Check for Holding Box Airbase Destruction effects. [NWIP GSR5.4.3.1/NWT GSR13.4.2]

REINFORCEMENT AND REPLACEMENT PHASE

1. Place reinforcements, including Supply, missile Points, etc., due in the next Game Turn in accordance with the Scenario's Reinforcement Schedule. [10.0]
2. Both sides earn and use Replacement Points to replace or reconstitute units. [11.0, 27.9.3]
3. Spend Supply Points to recover or replace HQs and/or Helicopters [18.4, 27.9.3].
4. Flip all Submarines to their unrevealed sides. Move Submarine markers.

VICTORY DETERMINATION PHASE

1. Add each player's "VPs This Turn" to their "VPs" to reflect their total VP accumulation. Move the "VPs" markers to reflect the new totals. Do NOT reset the "VPs This Turn" marker until the Initiative Phase of the next turn. [12.0]
2. Check for Nuclear Weapons Release. [NWIP GSR 7.1]
3. Determine if either player is allowed to check for Automatic Victory. If this is the last game turn, compare each side's VPs to determine a winner. [12.2]

GAME RECORD PHASE

1. Advance the Game Turn Marker and begin the next turn.

* Bridge destruction/repair/construction allowed at end of segment.



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